

# OSS SOFTWARE CATALOG



**OSS**



## WHO ARE WE?

We are **OSS—Optimized Systems Software, Inc.**,—the leading supplier of systems software for Atari computers. Since 1981 we have supplied Atari owners with more disk operating systems, computer languages, utilities, and now, word processors than any other independent software publisher.

We are proud of our reputation in the Atari community. Ask any users' group: Who supplies quality languages? Who provides excellent customer support? Who offers low-cost updates? Chances are, the name most often mentioned will be OSS.

We are also proud of our heritage. Our founders worked with microprocessors as early as 1973 and were designers and developers of such widely used products as Atari BASIC, Atari DOS, the original Apple II DOS, and many more! You can buy and use OSS software with confidence that support and quality are the most important parts of each product.



## HERE'S WHAT REVIEWERS SAY...

### ACTION!

"ACTION! is a structured, compiled language similar to PASCAL and C. It features an excellent screen editor with two windows, a monitor program and a procedure and function library. The ACTION! editor is so well designed that, with minor modifications, we would consider it a product in its own right. The editor alone is worth the price of the language. ACTION! is a well-integrated package. Intermediate and experienced programmers will find it easy to write ACTION! programs quickly."

Harald E. Striepe, *Infoworld's Essential Guide to Atari Computers*, 1984

### BASIC XL

"BASIC XL is the fastest and most powerful version of BASIC available for Atari Computers. If you program in BASIC, or if you would like your BASIC programs to run faster, I highly recommend this language... A truly outstanding computer deserves a truly outstanding BASIC. This is the language that should be built into Atari Computers."

Jerry White, *ANTIC*, March, 1984

### MAC/65

"The MAC/65 macro assembler from OSS combines convenience and great assembly speed with the power of macro instruction. MAC/65 is an excellent and well-documented assembly language development package. It is also fast. Features such as error checking on entry, descriptive error messages, and high assembly speed reduce frustration during program development, but they do not diminish the great powers of MAC/65's macro ability and set of directives."

Harald E. Striepe, *Infoworld's Essential Guide to Atari Computers*, 1984

### THE WRITER'S TOOL

"THE WRITER'S TOOL is probably the best compromise between total word control and ease of use that I've seen in a word processor. THE WRITER'S TOOL is loaded with features; in fact, it has most of the features found in the "professional" word processors, plus a few tricks of its own. But it's an easy package to learn and even easier to use. Is there anything I don't like about THE WRITER'S TOOL? Actually, no..."

Bob Curtin, *ANALOG Computing*, March, 1985



## BASIC XE

### Versatile. Expandable.

You just bought an Atari 130XE with built-in Atari BASIC. The only way you can use the extra memory you paid for is to purchase a DOS which gives you RamDisk support. Even a RamDisk, though, won't let you write bigger, faster programs. But...

Just plug in BASIC XE and see what happens! Make no changes to your Atari BASIC programs and still enjoy the superior speed and control of BASIC XE. You can even use BASIC XE's FAST command and watch your programs race! Continue to use your RamDisk if you like, or...

Choose to triple your program and data space by typing a simple EXTEND command. No more fussing with a RamDisk! And thanks to BASIC XE's exclusive FAST mode, even a 60,000 byte program RUNs faster than a ten line Atari BASIC program!

If BASIC XE did nothing but let you write larger programs, it would be a bargain in today's computer language world. But we at OSS couldn't stop at that! Look at all the other ways BASIC XE can help you.

### The Performance Leader

- Take advantage of all the memory you paid for, because BASIC XE is the *only* language designed especially for the Atari 130XE.
- Enjoy instant data entry and access, because you can use as much as 35,000 characters of *independent* data memory, no matter how big your program is.
- Easily control all that data, with over 60,000 bytes of program space.



## Advanced Structured Programming

- Enjoy the benefits of Pascal-like program structures without sacrificing BASIC's incredible simplicity.
- Save programming and debugging time. Build and use libraries of commonly used PROCEDURES and CALL them by name. LOCAL variables, parameter passing, and advanced EXIT controls makes even this advanced subject easy.
- Remember tomorrow how and what you write today, thanks to readable listings with automatic indentation.

## Not-So-Hidden Speed

- Organize almost anything with one easy command. SORT arrays of strings or numbers faster than you ever thought possible, yet with complete control.
- Save hours of computing time. BASIC XE includes an all-new, set of fast math operations. Even the most complex calculations are completed in less than one-half the time.

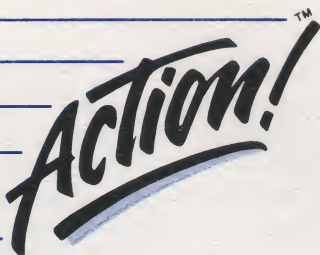
## Compatible

- Save time. Don't wait for results. As with BASIC XL, you can run almost any Atari BASIC program 2 to 8 times faster.
- Discover all the speed and flexibility of BASIC XE and still run your entire library of Atari BASIC programs.
- Use BASIC XE with *any* Atari XL or XE computer (though extended program space is available only on an Atari 130XE).

## Superior Support

- Find the answers to *all* your questions. BASIC XE comes with over 130 pages of quality documentation.
- Reference *any* subject quickly, because each manual comes complete with a comprehensive index and reference card.
- Still don't have all the answers? OSS is ready and waiting to supply support by mail, phone, or modem.





## **ACTION!**

### **A Dream Come True**

- Put life into your programs with ACTION!'s incredible speed. Programs run 50 to 200 times faster than BASIC.
- Program like the big boys. ACTION! incorporates some of the best features of Pascal, C, Algol, and ADA. All for your Atari Computer.
- Produce fast results with the only self-contained structured language system for Atari Computers.

### **Four in One SuperCartridge**

- Plug in your SuperCartridge and command a system that has four separate, yet well integrated components: monitor, editor, compiler, and library.
- The monitor, the heart of the ACTION! system, is the traffic director. From it, all ACTION! functions are at your fingertips.
- Run circles around any other program editor with ACTION!'s full screen editor. Cited by many as better than most popular word processors.
- Don't walk away during compilation, because even large programs take only seconds to complete.
- Save precious time in program development with ACTION!'s built-in library of commonly used routines.

### **ACTION! Features**

- Be amazed at how easy writing programs can be with a 240 character per line, two window, fully scrolling editor.
- Enjoy real convenience when you compile programs from memory, disk, or tape. Even INCLUDE files from any of these devices.

- Write simple or complex programs easily using ACTION!'s flexible set of 8 and 16 bit data types, including pointers, arrays, and more.
- Write readable, maintainable programs by taking advantage of language features such as FUNCtions, PROCedures, IF..ELSE..ENDIF, DO..UNTIL, WHILE, and more.

## Superior Support

- A reference manual with over 130 pages of documentation will help guide you through the fundamentals of ACTION!
- A reference card is included for those quick questions about particular formats and syntax.
- Find support in many magazines, such as *Antic*, *Analog*, and *Atari Explorer*.
- Check your local user groups for ACTION! Special Interest Groups (SIGs) that are forming every day.
- Get additional ACTION! support with the ACTION! TOOLKIT.

## THE ACTION! TOOLKIT

The ACTION! TOOLKIT contains useful libraries of ACTION! subroutines and fascinating demonstration programs for the programmer interested in exploring the capabilities and versatility of the ACTION! language.

### Includes . . .

- Utilize the ACTION! TOOLKIT's player/missile graphics subroutines to write your own games or to visualize ACTION!'s blazing speed!
- Learn new graphics techniques with the special set of Turtle Graphics routines.
- Quickly sort BYTES, INTegers, CARDinals and string arrays with special QuickSort routines.
- Get a jump on writing your own arcade games with The ACTION! ToolKit's exciting game demos. Each game comes with full source code so you can adapt or modify any parts you wish.
- Plus much more, including a colorful kaleidoscopic demo, a music demo, and a floating point package that will allow you to use floating point numbers in your ACTION! programs!



## MAC/65

### The Industry Standard for Atari Computers

- Save money by saving time. This no-wait macro assembler saves you precious time because it can do memory to memory assemblies at the rate of hundreds of lines per second. Fastest in the Atari market.
- Get control of those big projects with MAC/65's controllable cross reference capabilities.

### An Extensive Two Mode Line Editor

- Enter your code with confidence, knowing that MAC/65 in Edit mode will check each line for any syntax errors.
- Convert from any assembler to MAC/65 with ease using Text mode, a simple and familiar line-oriented editor for any text.
- Don't be afraid to use lots of comments in your source code, because MAC/65's unique tokenizer will save you valuable memory and disk space.

### Compatible with Atari Assembler/Editor

- Move up to state-of-the-art with MAC/65 and be assured that any of your old Assembler/Editor files will run with little or no modifications.
- Expand on what you already know. MAC/65's commands are logical extensions of those in Atari's Assembler/Editor cartridge.

### Readable Assembly Language

- Produce assembly code that's as readable as BASIC with MAC/65's macro capability.
- Get started fast, because MAC/65 comes equipped with source code for several BASIC look-alike macros.



## **Comes Complete with DDT**

- Swap between assembling and debugging with one command, because DDT (Dunion's Debugging Tool) is the best integrated debugger for your Atari Computer.
- Information at your fingertips makes debugging almost fun! DDT's display window shows location, values, assembly instructions, condition codes, processor status, and up to four breakpoint locations.
- Debug those special graphic programs with ease because DDT preserves YOUR program display.

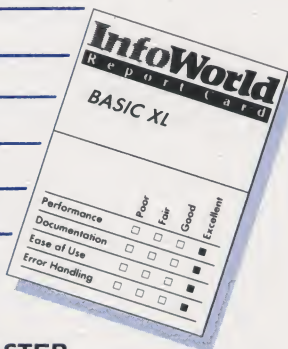
## **THE MAC/65 TOOLKIT**

The MAC/65 TOOLKIT is a programming aid designed to assist both beginner and professional to get the most out of MAC/65.

### **Additional Help Available!**

- Save hours and hours of work and produce more readable programs, because now you can add the macro equivalent of dozens of familiar commands to your own programs. Include such BASIC-like macros as: POKE, GOSUB, GET, PLOT, SET-COLOR and SOUND.
- Take advantage of structured programming macros such as IF and DO.
- Utilize Atari's superior graphics with ease, thanks to macros which set up player/missile graphics, allows player and missile movements, detects collisions, and much more.
- Implement screen fine scrolling capabilities—simple and easy access to the most misunderstood concept of Atari's graphic capabilities.





## BASIC XL

### Compatible but FASTER

- Run your friend's, your neighbor's, anyone's Atari BASIC programs with BASIC XL—no need to re-type your old programs, just load them in and watch them go.
- Guaranteed to run almost any Atari BASIC program faster. Now get results faster than you thought possible.

### Supports Structured Programming Techniques

- Be one of the few students prepared for college-level programming.
- Become a debugging whiz, with BASIC XL's neat and easy-to-follow program listings.
- Show your programming friends how professional your programs can look with statements such as IF... ELSE...ENDIF and WHILE...ENDWHILE.

### Superior Player/Missile/Graphics Support

- Dazzle your friends with graphics, via BASIC XL's stunning Player/Missile/Graphics commands.
- Be the first one on your block to write your own action-packed arcade games in BASIC XL.

### Programming At Its Best

- Keep your mind on programming and not on line numbers with BASIC XL's NUMber and RENUMber commands.
- Save programming time with BASIC XL's error messages—no more looking up what "Error 133" (etc.) is.

### Quality Reference Manual

- Check the *InfoWorld* report card above, and be assured that with over 130 pages of quality

documentation, any programming problem can be licked with the flip of a page.

- Use the special coupon enclosed with every BASIC XL package to receive a discount on your copy of the highly regarded tutorial, *30 Steps to Programming with BASIC XL*.

## The Odds Are 2:1

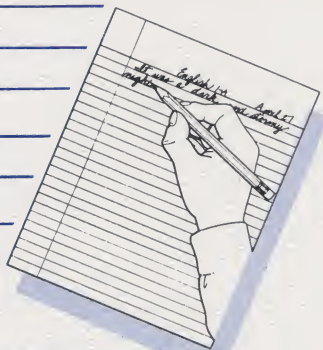
- Put your money on BASIC XL in an OSS Super-Cartridge, where a 16,000 byte program will take up only 8,000 bytes of your precious memory. With those odds, how can you go wrong?
- Gain even more! Expand your memory by an additional 5,000 bytes when you use DOS XL with BASIC XL. More memory space means you can write bigger programs, use larger data bases, gain speed, and more.

## And Much Much More!

- Enjoy more than 40 additional commands (compared to Atari BASIC), allowing you the flexibility to perfect your own programming style. The additional commands perform DOS functions, string array manipulation, custom number formatting, record I/O, and more!
- Additional power. BASIC XL can be used with THE BASIC XL TOOLKIT to add even more commands.

## THE BASIC XL TOOLKIT

- Let your friends, your neighbors, *anyone*, run your BASIC XL programs—even if they don't have BASIC XL yet—with the BASIC XL RUNTIME PACKAGE included in this fine package.
- Add even more versatility to an already power-packed cartridge with powerful commands for structured programming you only dreamed about before.
- Find out how much better programming can be when you can CALL named PROCEDUREs which have their own LOCAL variables.
- Sort string arrays with numerous options using the new SORTUP and SORTDOWN commands.
- Get started quickly with sample programs that show off the speed and versatility of the BASIC XL language.



## THE WRITER'S TOOL

THE WRITER'S TOOL is a powerful word processing package designed for *anyone* who wants to WRITE! Whether you're writing a letter or a book, you want a word processor that is easy to use. You want to write immediately without having to spend hours learning some fancy system or remembering complicated commands. You want to write quickly...and edit just as fast! You want a word processor that is easy to use, without sacrificing quality. You want THE WRITER'S TOOL! In fact, THE WRITER'S TOOL is so easy to use, you may never write on paper again!

### Produce Quality Documents

- Give your documents that professional look, thanks to the excellent print formatting features of THE WRITER'S TOOL.
- Get more for your dollar, because THE WRITER'S TOOL supports all of the standard word processing features and includes many additional features found only in more expensive word processors.
- Test and enjoy just some of our features: Typeover and insert modes, delete and restore, search and replace, headers and footers, page numbering, centering, subscripts and superscripts, proportional spacing, split justify and much more.

### Complete Printer Support

- Look your best! THE WRITER'S TOOL works well with even the simplest printer, but it really shines when used with sophisticated machines.
- Customize THE WRITER'S TOOL to use the best features of almost any printer. It's easy to do and menu-driven as well!
- Naturally, OSS gives you ready-to-use printer drivers for popular printers manufactured by Atari Corp., Epson, Inc., C. Itoh, Ltd., Okidata, and more.



## Integrated Spelling Checker

- Save valuable writing and editing time by running your documents through the full-featured spelling checker. Now you can quickly scan your document and flag or correct any spelling errors with a few simple keystrokes.
- Spend a few minutes to check *any* text with our 20,000 word dictionary. Or add your own words to any number of user dictionaries that you create. Review even unusual and technical documents quickly and easily.

## Additional Benefits

- Find more room to write! THE WRITER'S TOOL has one of the largest editing fields of any word processor available for the Atari Home Computer—over 24,000 characters. That's more than a dozen typical double-spaced pages!
- Learn word processing the easy way! With a complete and easy-to-follow tutorial, in minutes you can produce quality documents with professional results.
- Enjoy unparalleled compatibility! THE WRITER'S TOOL is so versatile that it will work in any density with any DOS that supports the Atari Home Computer.
- Print form letters by the hundreds using THE WRITER'S TOOL and its built-in mail merge system. By depressing a few keys, you can create or use your own mailing list. (Also compatible with SynFile and other data base systems.)
- Produce nearly typeset quality documents using true proportional printing on printers which support it. Right justify? Microspacing? Of course!

Compare THE WRITER'S TOOL with the others; feature for feature, dollar for dollar—if you can find a better word processor, buy it! THE WRITER'S TOOL comes complete with tutorial, reference manual, handy reference card, program and dictionary disk, and OSS SuperCartridge.



## DOS XL

DOS XL is a powerful yet flexible Disk Operating System for Atari compatible disk drives. In fact, DOS XL is so powerful that it is shipped with every Amdek, Indus GT and Percom disk drive sold.

### Just Look at What DOS XL Has to Offer!

- Boot up into the DOS XL menu which offers you easy reading selections with instant response, because the Menu is already in memory, and you don't have to wait for it to load from disk.
- Advanced yet simple, the DOS XL Command Processor offers both resident and disk-based commands. You can even add your own custom commands to the system.
- Gain up to 5K more User Memory by using DOS XL with an OSS SuperCartridge or an Atari XL machine.

### Powerful Utilities

- Supports the MOSAIC RAMDISK, AXLON RAMDISK and BIT3 80 Column board. Now you can utilize the extra memory that you paid for by using the simple utilities designed especially for each of these boards.
- Maximize the full capabilities of your disk drive, as DOS XL supports both single and double density. You can even move files from single to double density and back.
- DOS XL supports a host of utilities including; DUPDSK, DUPDBL, CONFIG, SDCOPY, CLRDSK and more!

### An Extra Bonus

- Moving to machine language? Included with every DOS XL package is our popular assembly language debugging program, BUG/65.
- A partial list of BUG/65's features includes:
  - Change and display memory.
  - Load and save object files.
  - Run and trace program code.
  - Share zero page memory blocks.
  - Disassemble memory blocks.
  - Read and write disk sectors.
  - Assemble small routines instantly.

## PRICE LIST

### OSS Super Cartridge Products

Products	System Reqmt's	Suggested List Price
BASIC XE (Cart. & Disk)	64K	\$79.00
BASIC XL	16K	\$59.00
ACTION!	16K	\$79.00
MAC/65	16K	\$79.00
THE WRITERS TOOL (Cart. & Disk)	40K	\$69.00

### OSS Disk Based Products

BASIC XL TOOLKIT	40K	\$29.95
ACTION! TOOLKIT	40K	\$29.95
MAC/65 TOOLKIT	40K	\$29.95
DOS XL	40K	\$29.95

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**\*Available Through Your Local Dealer or Distributor**